Call Conference

Assuming that A and B are in conversation. A wants to bring C (or D & E) into a conference:

- 1) A presses line 2. The call between A and B is placed on hold.
- 2) A enters the number of C and then presses the **Send** soft key or #. C answers the call.
- 3) A presses or the **Conference** soft key. Now A, B and C are in a conference call.
- 4) To add D&E, A presses Line 3, and the current conference is now on hold. A dials D and presses . D is now in the conference call. A Presses line 4, dials E, presses , and now A,B,C,D,E are in conference together.

Note: If C does not answer the call, A can go back to continue the conversation with B.

Once A hangs up the call, the conference is ended, while if B or C hangs up the call, the conversation between A&C or A&B continues.

Checking Voicemail

From your phone

- Lift the handset and press the Message button. Follow the voice prompts to enter your Password (PIN). OR
- 2) Lift the handset and dial your Company's VM Extension. Enter Password (PIN).

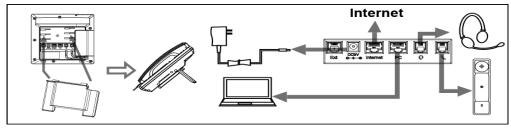
Using Absolute VOICE Web Portal

- 1) Log into your Absolute VOICE Web Portal and go to the Messages page.
- 2) Double-click the message to play through your PC's speakers.

Using PSTN

- 1) Dial the 10-digit number assigned to your phone and wait for your voicemail greeting.
- 2) Press * upon hearing the greeting and enter your password (PIN) when prompted.

Assembly



Contact Support

Email Absolute VOICE support at support_request@callabsolute.com

For additional assistance, the Absolute VOICE Support Team is ready to help at any time at:

Corpus Christi: 361-888-6776 | San Antonio: 210-892-3800 | Austin: 512-888-6776



Enterprise IP Phone



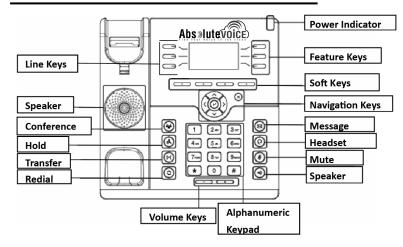
Quick Reference

For

AV-270



Hardware Overview



LEDs

1) Power Indicator: Steady green when power is on; blinking green when the call is ringing.

2) Line Keys

Steady green: A conversation is occurring, or a call is in the process of being dialed.

Blinking green: The call is on hold.

Blinking red: The call is ringing.

No light: Idle interface.

Place a call

Three call modes:

1) Handset: Pick up the handset; enter the number, then press send soft key or press #.

2) Speaker: Press or the line keys; enter the number, then press send soft key or press #.

3) **Headset:** Press $\mathbf{\Theta}$; enter the number, then press send soft key or press #.

Note: You can use Contacts or History to dial a number. You can also alternate the mode during the call.

End a call

To end a call in three different modes:

1) Handset: Hang up the handset or press the Cancel soft key.

2) Speaker: Press • or press the Cancel soft key.

3) Headset: Press the Cancel soft key.

Answer a call

1) Handset: Pick up the handset.

2) Speaker: Press • or press the Answer soft key.

3) Headset: Press Ω .

Note: You can also reject the call by pressing the Reject soft key.

Redial

Press \mathbf{C} to redial the last number dialed.

Hold

Press of or press the **Hold** soft key during a call to hold the call.

Press of or **Resume** soft key to resume the call.

Call Mute

Press 4 to mute the microphone during a call.

Press 4 again to un-mute the microphone.

Call Transfer

Blind Transfer

- 1) Press (1) or **Transfer** soft key during the conversation. The call is now on hold.
- 2) Enter the number that the call is to be transferred to.
- 3) Press (1) or the **Transfer** soft key and now the blind transfer is complete.

Attended Transfer

- 1) Press (or **Transfer** soft key during the conversation. The call is now on hold.
- 2) Enter the number the call is to be transferred to and press the **Send** soft key or #.
- 3) When the call is answered, make the introduction, and then press (~) or Transfer soft key and the attended transfer is complete.

Semi-Attended Transfer

- 1) Press 👫 or **Transfer** soft key during the conversation. The call is now on hold.
- 2) Enter the number the call is to be transferred to and then press #. [hear ring tone]
- 3) Press (~) or the **Transfer** soft key and the semi-attended transfer is complete.